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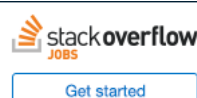
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Ionic build error : You have not accepted the license agreements of the following SDK components: [Android SDK Platform 24]

```

36 if (dev.isBored() || job.sucks()) {
37     searchJobs({flexibleHours: true, companyCulture: 100});
38 }
39 // A career site that's by developers, for developers.

```



I'm trying to run the command `ionic build android --release` to build the apk but i am getting this error

Total time: 1.767 secs Error: cmd: Command failed with exit code 1 Error output: FAILURE: Build failed with an exception.

- What went wrong: A problem occurred configuring root project 'android'.

You have not accepted the license agreements of the following SDK components: [Android SDK Platform 24]. Before building your project, you need to accept the license agreements and complete the installation of the missing components using the Android Studio SDK Manager. Alternatively, to learn how to transfer the license agreements from one workstation to another, go to <http://d.android.com/r/studio-ui/export-licenses.html>

- Try: Run with `--stacktrace` option to get the stack trace. Run with `--info` or `--debug` option to get more log output. Picked up `_JAVA_OPTIONS: -Xmx512M`

android cordova ionic-framework sdk

asked Nov 3 '16 at 1:18

[Amit Singh](#)
395 1 2 12

refer stackoverflow.com/questions/38096225/... – [sasikumar](#) Nov 3 '16 at 3:36

Possible duplicate of [Can't accept license agreement Android SDK Platform 24](#) – [Divyesh Savaliya](#) Nov 3 '16 at 4:59

Solution here: stackoverflow.com/questions/40383323/... – [John](#) Dec 22 '16 at 9:13

8 Answers

Install the license:

```

mkdir "%ANDROID_HOME%\licenses"

echo |set /p="8933bad161af4178b1185d1a37fbf41ea5269c55" >
"%ANDROID_HOME%\licenses\android-sdk-license"

```

answered Nov 9 '16 at 2:27

[Peter Wang](#)
849 6 9

This worked for me. – [Flavien](#) Nov 30 '16 at 20:11

It works! Thanks – [Matheus Abreu](#) Dec 8 '16 at 23:48

1 I have no `%ANDROID_HOME%` environment variable. Tried using `%ADT_HOME%` instead, no luck. I'm on Win7. Any thoughts? – [mpsyp](#) Jan 10 at 21:12

This worked for me. Thanks Pete! – [Marvin Thobejane](#) Jan 13 at 10:56

This still works as of Feb 2nd, 2017. – [KR105](#) Feb 2 at 20:22



Install Platform 24 (Android 7) solved this problem

answered Nov 4 '16 at 3:30



Amit Singh

395 1 2 12

Worked for Cordova CLI 6.4.0 / Windows 8.1 :) Thanks! – [Eric Gopak](#) Dec 11 '16 at 17:53

1 installed 24 with SDK manager, no luck. I've never had this problem before, just started after uninstalling and reinstalling Ionic+Cordova, etc. Builds worked fine before. Why is it showing up now? – [mpsyp](#) Jan 10 at 21:14

@mpsyp After Peter Wang's solution when I started the build again I saw android 25 was installed and build succeeded. So maybe installing android 25 may solve the issue. – [Koushik Sarkar](#) Jan 26 at 16:58

I solved it by installing the Android SDK Platform 24 without the Android SDK manager.

```
android update sdk --no-ui --filter build-tools-24.0.2,android-24,extra-android-m2repository
```

*Cordova CLI 6.4.0 / Windows 10

answered Jan 16 at 20:23



Vrle

71 1 5

Thanks, i was stuck right here too – [Syed Faizan](#) Jan 18 at 8:11

It's working, thank you. – [reylimjr](#) Jan 26 at 8:06

This worked for me under ubuntu :

```
mkdir "$ANDROID_SDK/licenses" || true
echo -e "\n8933bad161af4178b1185d1a37fbf41ea5269c55" > "$ANDROID_SDK/licenses/android-sdk-license"
echo -e "\n84831b9409646a918e30573bab4c9c91346d8abd" > "$ANDROID_SDK/licenses/android-sdk-preview-license"
```

source: [Dori's answer to automatically-accept-all-sdk-licences](#)

answered Jan 29 at 11:48



abuhurayra

81 1 2

works on Arch Linux too, thanks! – [Skulloc](#) Feb 10 at 10:39

Install sdk 25 and accept the license from android studio. That solved my issues.

answered Feb 8 at 19:58



Buggy man

1

Above peter wang's answer worked for me after setting the ANDROID_HOME environment variable. in my case ANDROID_HOME WAS C:\Users\YourUserName\AppData\Local\Android\android-sdk

After that below commands resulted in a successful build.

```
mkdir "%ANDROID_HOME%\licenses"
echo |set /p="8933bad161af4178b1185d1a37fbf41ea5269c55" > "%ANDROID_HOME%\licenses\android-sdk-license"
```

edited Feb 14 at 3:13



xlm

2,099 3 21 34

answered Feb 14 at 2:50



Chandima Jayawickrema

11 2

Install the latest Android Studio and accept the license

<https://developer.android.com/studio/index.html>

answered Dec 15 '16 at 3:19



Matt

2,214 3 17 30

I had the same issue and I used @peters.Wang answer to generate license and placed license folder inside sdk folder.

Thanks to @peters.Wang

AppData > Local > Android > sdk

Name	Date modified	Type	Size
add-ons	11/13/2015 4:47 AM	File folder	
build-tools	12/30/2016 12:28 ...	File folder	
docs	12/30/2016 11:11 ...	File folder	
extras	11/13/2015 4:47 AM	File folder	
licenses	12/30/2016 12:32 ...	File folder	
patcher	12/30/2016 12:33 ...	File folder	
platforms	12/30/2016 12:12 ...	File folder	
platform-tools	12/30/2016 11:11 ...	File folder	
sources	12/30/2016 12:13 ...	File folder	
system-images	12/30/2016 11:33 ...	File folder	
temp	12/30/2016 12:28 ...	File folder	
tools	12/30/2016 11:11 ...	File folder	
.knownPackages	12/30/2016 12:46 ...	KNOWNPACKAGE...	1 KB
AVD Manager.exe	11/13/2015 4:48 AM	Application	216 KB
SDK Manager.exe	11/13/2015 4:48 AM	Application	216 KB

answered Dec 30 '16 at 10:12



Jeevan

35 2

Just add the image to his answer as this is not a separate solution – Marvin Thobejane Jan 13 at 10:54